

# Child of Light

A One-Round *STAR WARS*<sup>™</sup> Adventure

**By Lee Pickler**

Commander Luke Skywalker wants you to locate a child who has a special gift of the Force. Of course, dark siders and the Empire may also want him. You have to get there first. Part One of the *Child of Light* saga.

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*Child of Light* is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. Pre-generated characters are included with this scenario. *Gamemaster characters stats are located at the end of the scenario.*

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Pass out the player characters based on class, gender, and/or race. Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described below. When they have prepared their characters, you may continue with the game.

**Scoring the game for RPGA points:** The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

When running this adventure, or any *Star Wars* adventure, keep in mind the *Star Wars* adventures should seem like the *Star Wars* movies. The action should flow quickly and the players should not get caught up in too many details of what they are doing. Describe things in sweeping statements, and recall scenes from the movies when necessary to help players visualize what is going on. More than anything else, have fun.

NOTE: The young Jedi, Sha'lia, and the Trandoshan pilot, Goort, are designed to be played together. If you remove one, you should remove the other, or play the second as a gamemaster character.

The provided characters have interactions and notes about each other on the character sheets.

## Story Background

Millennia ago, during the height of the Sith Empire (as detailed in Dark Horse Comic's Golden Age of the Sith series), Valik Kodank was consort to a minor Sith Lord. She was very intelligent, and a quick learner of the Sith arts. Her master taught her the ways of the Sith, seeking to keep her happy and interested in him. What he did not know was Valik was putting together her own sect of followers without his knowledge. And he never realized the power she had gained.

Valik began secretly diverting resources to build an immense temple far away from prying eyes. She used her guile to bring another minor Lord in on the project. The Sith Empire began to collapse on itself about this time. Between fighting amongst each other and an aggressive war against the Jedi and Republic, the Sith took heavy losses and crumbled.

Valik fled with her secret "love" in a captured Sith starship that possessed several powerful artifacts. Arriving at the temple's construction site, the pair found the temple ready for use.

Valik wanted the temple placed where no one could get to it – in the middle of the systems only sun. The Sith artifacts were removed from the ship and placed in a central chamber where they would move the temple into the sun. Neither of the Sith understood the power of the artifacts, or the consequences of using them.

Valik and her companion activated the artifacts and willed the temple into the heart of the sun. Unfortunately, the artifacts "took over" and placed it

deep within an asteroid that had a wide orbit of the sun. Plus, all of Valik's followers and her lover died in the process.

Valik awoke to find herself insubstantial in form. She could not affect anything physically, only float around her temple. This was payment for such power. In her mind, Valik could hear the dark side mocking her, reveling in her helplessness and feeding off her emotions. In the millennia since then, Valik has been trying to establish contact with just the right being. Someone she could manipulate into bringing her back to from the "dead" and giving her a physical form.

*Child of Light* is the first adventure in the Child of Light trilogy. In this adventure, a Dark Jedi named Thaum Rystra has heard Valik Kodank's call. Promising to teach him the ways of the Sith, Valik has told Thaum he needs to find and take the Child of Light, a being strong in the Force.

In the second part of the trilogy, Thaum is to use Caeleb, the Child of Light, to remove the Soulsaber from an ancient Jedi temple. The Soulsaber is not just a weapon of the dark side, but a manifestation of the dark side. Built long ago by a Dark Jedi, it's purpose is to spread terror and convert the user to the dark side of the Force.

The conclusion of the series ends with the characters' final showdown with Thaum at the temple created by his master. Using the Child of Light to provide the necessary Force energy and the Soulsaber to convert it to dark side energy, Thaum intends to return her to life. The characters must fight their way through the dangers of the temple and confront Thaum before Valik can be returned and the Child of Light is destroyed by the dark side.

## Gamemaster Background

This adventure takes place four months after the events of *The Empire Strikes Back*. Han Solo is frozen in carbonite and being taken to Jabba the Hutt by Boba Fett. Luke, Leia, Chewie, and Lando are busy tracking down the bounty hunter to retrieve their friend.

In the midst of all this, the Rebellion receives a message from an old man on the planet Dalicron-4. In this message, he begs that someone come to the planet and meet with him. The man claims to know of a boy who has a very special attachment to the Force. The child is a direct connection to the Force. While he cannot use the Force in any way, someone can use him to gain unlimited access to the Force. What would normally be impossible to do becomes easy to accomplish.

The old man is scared Vader will somehow find out about the boy and come for him. He wants Luke to

come and take the child and his parents somewhere safe.

The Rebellion does not really know anything about the Force, except from legends, but sees the risks involved if such a power fell into Vader's hands. So The Alliance detaches the heroes from their normal duty to look into the matter. Little is known about the planet, other than it was first settled several hundred years ago by colonists. Today, there are fewer than a thousand residents living on Dalicron-4.

The only town on Dalicron-4 is a small village named Dalia. The population is about one hundred and it has the planet's only landing facility, a large, cleared field that can support eight light freighters. No formal repair or refueling facilities exist at the field.

When the characters land, three other ships are already present. Two of them belong to the opposition. Thaum Rystra, a human Dark Jedi, has come looking for the child. He is apprenticed to a long dead dark side practitioner, and is gathering the necessary items needed to "resurrect" her. Since more Force will be needed than he can generate, Valik has sent Thaum to get the boy, referred to in an ancient prophecy as the Child of Light. Thaum's full history is detailed in his character sheet at the end of the adventure.

The second ship belongs to Thaum's apprentice, an ex-bounty hunter named Tol Skaros. The Dark Jedi has given Tol the job of actually capturing the boy.

The third ship belongs to a Squib named Veeter. His ship, and its contents, have been stolen from an Imperial supply station, though Veeter doesn't see it that way. He is currently having some trouble with multiple systems, including his hyperdrive, and is trying to negotiate with anyone possessing a starship to help him fix his.

The characters are contacted by the old man's granddaughter soon after they arrive. She has been waiting for one of them (pick one who is likely; if using the provided characters pick the young senatorial).

## About Dalicron-4

Dalicron-4 is a small planet located in the Outer Rim sector of Dalicron. It is about sixty percent land mass and forty percent water (a mixture of small oceans, lakes and rivers). Lush vegetation fills the continents. Planet temperatures vary widely: cold at the poles, hot at the equator. The largest drawback to Dalicron-4 are the terrible storms that suddenly arise and ravage sections of the planet. Massive storms of wind, rain and lightning, quickly and randomly form and devastate the planet (and its inhabitants, if they are unlucky). These storms consistently have winds over one hundred and fifty kilometers per hour and are usually at least one hundred and thirty kilometers in diameter. They travel

very slowly and last anywhere from a few minutes to many hours.

A tiny portion of the planet was settled about eight hundred years ago by a small number of colonists from the Inner Rim. They felt a desire to get away from the hectic pace of life in the Republic.

They named the settlement Dalia, after the leader of their expedition. Located on the banks of a river, the size of the town has not changed much since the landing of the colonists. Approximately half-a-dozen buildings make up Dalia, with a large number of the Dalians living on farms outside the town proper. A landing pad is located on a vacant field to the west of town for the random visitor to the planet.

Currently, Dalia and its surrounding area are home to about one hundred Dalians. Most are farmers, but several other professions are present also. Humans make up ninety percent of the population, but a smattering of non-humans is also present. Typical dress for Dalians consists of tunic and trousers for men and dresses for women. A number of the males also wear vests.

While they realize trade with offworlders is necessary, Dalians are cool toward any visitor to their town. They only trade with others; no currency is used on the planet. Tech devices are also rare. Most Dalians make, or barter for, what they need to live. Most families, especially the outlying farmers, have a hunting blaster, but usually they are old and power packs are very limited.

## The Village of Dalia

*Daz's Tavern*: The largest building in the village, Daz's is the focal point of Dalian social life. The building is owned by Daz and staffed by himself and his daughters (Linia – server; Anna – cook, and Jani – cook).

*The Store*: Or Gerik's. Dalia's "general store." Gerik is the proprietor. He is responsible for much of the trading with offworlders.

*Doc Aloor*: The town doctor's office. Aloor is an Ithorian who came to Dalicron-4 three decades ago. He is able to manufacture much of what he needs, but is always willing to trade with offworlders for medical supplies. Aloor usually treats patients in their own houses, but has two rooms set up in his office/house if he needs to watch someone closely.

*The Mill*: The only lumber cutting facility on the planet. Built many decades ago, it is only used when a building project requires cut lumber. The building is old, but sturdy. The town keeps it in excellent shape, as it is vital to their rebuilding after storms.

*Meebo's*: Located on the northwest edge of Dalia, it is the most disliked building in town, along with its owner. Meebo is a Rodian who came to Dalicron-4 six years ago. He established his business shortly after arriving: hunting trips into the unsettled parts of Dalicron-4. Meebo has tried to make arrangements with most every visitor to the planet to get offworld promotion for his business. A couple trips have resulted, but nothing regular.

Meebo remains optimistic and tries to talk every offworlder into buying one of his trips. Prices vary from 25 credits for a few hours to a couple hundred for several days. Meebo will take currency, but will also take items of approximate value (blasters, power packs, medpacs, macrobinoculars, etc.). Trying to bring offworlders to Dalicron-4 is what makes the other Dalians upset with Meebo.

To his credit though, Meebo is an excellent hunter and superb trainer (he keeps a dozen Cracian Thumpers to use as mounts for his trips).

*"The Welcome Center"*: A small, beat-up structure on the border of the landing pad and town. Visitors to Dalia are welcome to search through the junk in the building if they need spare parts for their ship. Most of the building's contents are corroded and useless, but there may be a few working components left (Repair check (DC25) needed to find anything in condition to be used; nothing available to repair any large ship system (sublights, hyperdrive, etc.)). No one resides here and the door is always open (figuratively speaking).

*Jem's*: The local beverage maker. Jem is an older Human. Since landing, his family has primarily made many of the beverages enjoyed by Dalians. He manufactures a wide variety of fruit-based liquids, from juices to a potent liquor. He has a Ho-din assistant, Vala, who came to Dalicron-4 three years ago. A large orchard of fruit trees and vines grows behind his small facility.

## CUTSCENE ONE: *The Beginning*

Read the following and then pass out the characters.

*The alien looks at the translucent image hovering above the holoprojector. The pale, blue hologram of his master provides the only significant light on the bridge of his ship.*

***“I am transmitting the coordinates of the target,” the hologram commands, “Kill the guardians and bring the boy to me.”***

***The alien stares back at his master, his obsidian eyes filled with determination. “It shall be done, my master. I will not fail you.”***

***The hologram smiles and fades away.***

***Fur-covered hands punch a set of coordinates into the starship’s nav computer and shoots into hyperspace.***

***“And so it begins,” he growls.***

## **End of Cutscene**

# **Episode One: A Mission Of Utmost Importance**

***A long time ago in a galaxy far, far away ....***

***The Rebellion is still in disarray after its defeat at Hoth several months ago. As it continues to evade Imperial pursuit, small groups of operatives continue the struggle to bring freedom to the galaxy.***

***One group of Rebels has been diverted from their assigned mission. Arriving at Kwenn space station, they will receive instructions for an assignment of great importance at the request of one of the Alliance’s greatest heroes. As the flame of Rebellion fights to stay lit, this band of Rebels is about to begin a mission that will pit them against the darkest of enemies to save a very special child, the Child of Light ...***

The characters are on Kwenn space station, having been diverted from their previous mission. They have been awaiting contact with a Rebel agent in a seedy bar named Gak’s (a space station version of the Mos Eisley cantina). They will know the contact by the code phrase “*lights over Hoth*.” After an hour of waiting has passed, they decide to leave and return to their ship.

As they are heading down the street, the characters hear a noise in a small alleyway just to their right. The alley is only wide enough for them to enter single-file. After several meters, it widens out to about four meters. Characters should each make a Move Silently check (opposed) to get down the alley without being noticed.

In this wide area, a group of eight cloaked figures stands over a crumpled figure. Mumbling something in a deep guttural voice, one of the figures kicks the crumpled being, who cries out in pain.

If the characters step into the alley, or are detected, all the hooded figures will turn toward them. Their faces are concealed by their cloaks, but their hands,

covered by short fur and ending in claws, are visible. The characters can see a blaster and vibroblade strapped to each one of the figure’s belts.

The “lead” figure demands that the characters leave, as this doesn’t involve them. The prone being, his face visible now, is a light-furred Bothan. He rolls to get a view of who has interrupted his interrogation. The Bothan’s eyes widen slightly as he spots the characters and he groans the phrase “*lights over Hoth*.” The cloaked figures growl and one lashes out with another kick.

At this point, the figures attack the characters. They will use their blasters initially, which are set on stun. The attacking Bothans will only resort to deadly fighting if the characters do so. During the course of the fight, some or all of the figures will lose their cloaks.

They are all Bothans also, just from a different faction than the prone Bothan. They discovered he was performing an important mission for the Rebellion and decided the glory for such a job should belong to their faction.

While the cloaked Bothans have no intentions of killing the prone Bothan, they do not have any problems with beating the information out of him. The characters’ contact has not provided information about what he was to deliver and to whom, so the attackers do not know they are attacking Rebels.

When three or more of the Bothans are taken out of combat, the others attempt to retreat or surrender, whichever is easier.

The injured Bothan, whose name is Corl’ya, is the character’s contact. He has traveled from Bothawui at the request of the Rebellion to deliver a message to the characters. Corl’ya recognizes Mina from a description and hands her a sealed datacard.

The Bothan tells the characters not to worry about him. If any of the attacking Bothans are captured, Corl’ya takes a blaster and begins to gather them. He tells the characters they surprised him once. That won’t happen again.

Corl’ya quickly explains that this activity is not uncommon for the different factions of Bothans. It is accepted as part of life. Getting caught is bad, though. While successful completion of a mission brings honor to a Bothan’s faction, failure of an assignment brings dishonor.

Corl’ya is looking forward to publicly shaming his attackers and their faction back on their homeworld. He moves away, with any remaining survivors from the attack.

The characters are now left alone in the alley with the datacard.

When they review the datacard, the characters find it fits any standard card port. It can be played on a

datapad, ship's computer, and other appropriate devices.

When inserted into a compatible port, the message on the card starts. The image of Luke Skywalker, hero of the Rebel Alliance, appears. His young face appears very worn and fatigued.

***“Greetings, (names each character). I am Commander Luke Skywalker. The Rebellion needs your help. Mon Mothma thought it would be better if I gave you this assignment.***

***“A man from the planet Dalicron-4 contacted us about a child that was strong in the Force. As you may know, the Jedi have passed from the galaxy, and so no one is really trained to look into this. You, however, have shown discretion and cleverness in your assignments, and we feel that you may be able to handle this one.***

***“We are not sure that this child exists. But the chance that it does merits investigation. The Empire certainly would, if it knew. The Empire may have someone on the way already.***

***“If you find this child, try to bring him to us. We can safeguard him well. Return to Home One, and turn him over to Admiral Ackbar.***

***“If the rumor turns out to be just that, enjoy this little diversion.***

***“Good luck, and may the Force be with you. Skywalker out.”***

The image fades. Coordinates for Dalicron-4 are on the datacard. It is apparently located deep in the Outer Rim, off any major space lanes.

The characters' nav computer can eventually find it, but no information is available. Apparently, nothing of any interest is located there.

Any examination of the datacard reveals it to be authentic. No tampering or illegal slicing can be found.

## **Episode Two: Arrival At Dalicron-4**

The characters arrive in the Dalicron system after six days of hyperspace travel. The planet Dalicron-4 quickly fills the bridge viewport. It is a beautiful world. A swirl of blue and green, Dalicron-4 offers lush forests and grasslands, as well as large lakes and oceans.

A quick check with the ship's scanners shows no other starship activity in the area.

If they scan the planet, they will eventually find the village Luke told them about. Sitting on the outskirts of the village are three metallic objects, probably small starships no larger than light freighters. The landing area itself appears to be nothing more than a vacated field. Life sensors show a sparse population, no more

than one hundred beings living there. There does seem to be a number of farms around the village. If the characters attempt to communicate with anyone on the planet, nothing but static greets them.

On their approach to the village, a storm suddenly appears. The ferocity of this storm is amazing. Powerful winds and enormous bolts of lightning threaten to tear the ship apart. The rain pelts the vessel so hard, the characters have to yell at one another to communicate. Have the piloting character make a Pilot check (DC 12) to maintain control of the ship. Just as the pilot regains full control of their ship, the characters burst out of the storm, into perfectly clear weather. If the heroes check their sensors, they see that the storm is still raging behind them. The storm grows in size and intensity (it spreads to about a 180km radius). Also, the sensors show the formation of several tornado-like downspouts within the storm. The storm lasts about sixty minutes and abruptly ends as suddenly as it began.

Three other ships are sharing the landing field, which appears to be able to handle about eight light freighter-sized ships. It is located on the edge of the town, in a large clearing. No separate pads exist, though there are several worn patches in the ground. A small pre-fabricated building stands between the landing field and the village. It is old and very worn.

Characters can try to identify the vessels by rolling a Knowledge: starships check with the following difficulties:

- ***MRX-BR Pacifier***: DC 14 required to identify the ship, DC 18 to remember it used to be used by scouts of the Imperial Scout Corps. Very heavily armed for a scout vessel, the Pacifier is fast and has excellent sensors.
- ***Lone Scout-A***: DC 12 to identify. The current scout ship used by the Imperial Scout Corps. Otherwise, an unremarkable ship. This particular ship seems to have landed heavily (DC 8 Pilot check), as both of the solar panels are bent slightly. This could indeed affect sublight engine performance. Heavy blaster scarring can be seen around the back portion of the ship and the solar panels.
- ***Z-10 Seeker***: DC 10 to identify. A ship originally built as a scout/trade vessel that found its true calling as a small freighter. Excellent maneuverability, sublight and hyperdrive speed, and good sensors help to offset its relatively low cargo capacity (for a freighter).

The Lone Scout and the MRX-BR are relatively close to the village, while the Z-10 is on the far side of the landing field. No activity can be seen around any of the vessels. If scanned with sensors, there are no life forms aboard any of the ships.

It is late afternoon when the characters' ship finally touches ground on Dalinar-4. Nightfall is about two hours away. No one comes to greet the characters when they land. Off in the distance, the characters can see the locals finishing their daily work on several of the nearby farms. There is increasing activity in town. Many of the locals are entering one building, a large wooden structure two stories high that is situated in the middle of town.

### **Daz's Tavern**

The largest structure in Dalia, and the most important to many. This weather-worn, two story building is the focal point of Dalia's social life. Each of the windows (all at ground floor level) have heavy, solid durasteel shutters. Built of sturdy wood, Daz's is cozy in that backwater sort of way. A sign posted beside the front entrance reads "No Credits Taken!"

When the characters walk in, the patrons briefly stop what they are doing to check out the newcomers, then return to their own business. Currently, there are fifteen people in Daz's. All seem to be locals except for two: a dark-haired human, who is seated at a table with two locals, and a Squib (a race that closely resembles a bipedal squirrel), who is sitting alone at one end of the bar staring intently into a large mug.

Daz's is constructed almost entirely of heavy wood. It is two stories tall, making it the tallest building in town. Inside, it is very open. Twenty tables are spread throughout the floor, none too close to each other. This allows for plenty of elbowroom and private conversations.

Daz is a large, bald human male, appearing to be approaching 50 years old. His clothes are covered in both food and drink stains. He is behind the bar talking with a couple of natives when the characters enter. If the characters sit at the bar, Daz will coolly greet them and ask what they want.

A young, attractive girl in her early twenties is making her way around the tables, taking care of the patrons not at the bar. Her name is Linia, and she is Daz's daughter. She is very outgoing and will immediately approach the characters if they choose a table. She is the only person in the bar that will not view the characters with suspicion.

Dalicon-4 rarely gets any visitors from other worlds. Although it is lush and fertile, it has pretty much stayed off the navigation charts. All natives are usually wary of any visitors to their world. They are especially wary with so many visitors right now.

Daz will gladly barter for food and drink. He accepts no forms of galactic currency ("What do we need with credits?" while sweeping his arms around.).

Any tech devices are welcome. A willingness to trade good items will open Daz up some.

If they sit at a table, Linia will take the characters' orders. Before leaving the table, she will lean closer and, in a whisper, ask how they are planning to pay. She looks uneasy, as if asking this bothers her (perceptive characters notice her cutting her eyes over to her father).

Available drinks at Daz's are: a local beer, heavy cider, several fruit juices, a local wine (available only in limited quantities), water and nerf-milk. Daz will not be serving dinner for another hour or so. When ready, it will consist of roasted nerf and potatoes with gravy, as well as a heavy bread.

None of the locals will approach the characters to talk with them. If approached by the characters, any native will simply ignore the character until they walk away.

### **Thaum:**

After about twenty minutes, the dark-haired human approaches their table and asks if he can join them. He is dressed in a worn, dark green jumpsuit, black hide boots and matching vest. A low-slung blaster pistol hangs on his right thigh.

***Pulling up a chair to your table, the man looks at each of you and offers his hand. "Howdy, I'm Thaum Rystra."***

Thaum is very interested in anything the characters talk about. If asked, he will explain to them he is a freelance scout/courier. He experienced a small problem with his ship on his last trip (a band of pirates thought he was smuggling spice – "Me. Me. Do I look like a spice smuggler?!"). He had to land here for a few minor repairs and spend a few days to rest and relax. He gets hushed for a moment, exaggeratingly looking around and whispers that the local population doesn't much care for strangers. He then breaks into a smile and says the Dalians (the locals) are really friendly. It just takes them a while to get used to everyone.

He will then make idle talk with everyone in the party. Thaum does not delve into what the characters' background is other than just a casual asking of what they do and what brings them here. If asked about the other ships in the field, Thaum will tell them the MB is his, the Lone Scout belongs to Veeter (the Squib), and he has not seen the occupant of the Z-10. It was here when he landed and has appeared deserted ever since.

### **Veeter:**

Veeter will not approach anyone. If the characters wish to speak with him, they must go to the bar. Veeter will seem somewhat subdued. If the characters make a

Knowledge: Alien species check (DC 14), they know this is a most unusual trait for Squibs. Squibs are born to bargain, and are very outgoing. A Squib sitting alone not talking to anyone is as common as a cargo hold full of adegan crystals.

Veeter will only answer questions if the characters pester him. He is very depressed that his ship is broken and really does not wish to talk. Summarize his answers from his story:

Veeter was at Kwenn Station on layover. He traded for some things while there (actually he stole the ship, but in his mind he traded for it. Veeter will not tell the characters this).

Somebody at the station opened fire on him as he was leaving (He does not know why). Veeter punched some numbers into the nav computer and jumped away before any more damage was done to his ship.

He exited hyperspace above Dalicron-4 with a little damage. Veeter was looking over his new ship when it started heading for the planet and flew through one of the storms, which caused significant damage to the solar fins and several interior components.

Veeter managed to land the ship (more damage), but no one has been able to provide him with any parts to fix his ship.

Veeter truly believes he honestly traded for the ship. No one will be able to convince him otherwise. He is depressed because not only is his new ship broken, but there is nothing exciting here to do. There is no great bargaining to be done.

## Episode Three: The Rising Storm

After the characters have had a chance to talk with Thaum and/or Veeter for a little while, a local man bursts in through the front door.

***“Storm’s coming!” he yells. “A big one, too.”***

***The whole room erupts into movement. Everyone begins sealing the shutters on the windows.***

***“Well, just settle in,” Thaum says. “These things can get real nasty. Daz’s is about as safe as it gets during one of these things. Better than being on your ship. How about another drink?”***

From this point the characters can elect to do two things:

1. stay in the tavern and wait out the storm, or
2. try to get to their ship and ride it out there.

Thaum will suggest the characters stay here, but will not attempt to force them into staying. It’s their choice.

### **Staying at the tavern:**

The Dalians get the building secure just as the storm hits. The winds and rain hit the building like a herd of runaway banthas. The sound is deafening. It seems as if the building is straining just to stay together.

Thaum returns to talking with the Dalians. They settle down and begin playing sabacc. He will invite any character who wishes to play to join in the game. They are not playing for any real credits, just fun.

If asked, Thaum will tell the characters these storms can easily last all night. They are ferocious and devastating.

After a couple of hours have passed, there is a loud pounding on the door. A couple of Dalians quickly move to open the door, letting in a rain-soaked figured dressed in a hide poncho. As the man pulls back his hood, they bolt the door.

Thaum seems to recognize the man and goes over to talk with him, as do several locals. The dark haired man is obviously emotional and has trouble finishing whatever he is telling the group.

As the locals move the man into a chair and get him something to drink, Thaum approaches the characters.

***“Corvin’s son, Zanner, is missing. He went to check on the boy and found his window open and the boy gone. Will you help us look for him?”***

The men divide into several groups and prepare to search for Zanner. Thaum tells the characters where Corvin’s house is. He is going to take the distraught man home.

### **Trying to return to their ship:**

If the characters wish to try to get to their ship, they may attempt to do so. However, there is much danger in doing so. If they get lost (which is easy; visibility is down to one to two meters at best), there is no telling where they will wind up. Dalicron-4 is also home to several predators that are always looking for a meal.

Successfully getting to their ship will require two Spot checks (DC 18) or Survival checks (DC 15) from at least one individual in the group. Characters making the rolls can help guide those who fail. Regardless, it will take them about 45 minutes to get back to their ship.

Once inside, the characters find themselves drenched to the bone. The noise inside the ship is thunderous, like titans are outside pounding the hull with their fists.

The severe lightning makes sensors all but useless. The cockpit viewport polarizes with each bright



lightning flash. Unbelievably strong winds rock the ship.

Talking amongst each other is difficult at best. Everyone must yell at each other to be heard.

After a couple hours have passed, the characters hear a metallic pounding on the hull near the main entry ramp.

*Standing at the bottom of the boarding ramp are two rain-soaked figures, both draped in ponchos. One seems to be holding a large hydrospanner in his right hand. He moves onto the dry cover of the ramp and pulls back his hood.*

*“We need your help,” yells a drenched Thaum, the crashing rain almost drowning his voice out. “Can we come aboard?” His usual grin replaced by serious concern.*

If invited aboard, Thaum will motion for the figure behind him to follow. They drop their ponchos on the ramp. The other figure is a human male the characters can remember having seen at Daz’s. He was at Thaum’s table when they first entered the building. Thaum introduces him as Corvin.

### **Request for Help:**

Regardless of the method used, at some point Thaum will ask the characters to help find Zanner. This section provides information common to both possibilities discussed above.

Corvin is a large man standing just over two meters tall and easily weighing over one hundred kilograms. His clothes denote him as a laborer of some sort, probably a farmer. His skin is deeply tanned, and he has dark hair and wrinkles in the corners of his blue eyes. Corvin’s hands are rough and callused. While he is probably an intimidating man under normal circumstances, his current demeanor appears to nothing short of profound fear.

Thaum explains that Corvin’s son, Zanner, is missing. The seven year-old was last seen in his room and Corvin’s wife went to check on him just after the storm hit. Zanner’s room was empty, the window slightly ajar.

Corvin immediately went out to look around their house, but couldn’t find him. He has gotten to know Thaum well over the past week or so, and felt the scout would be his best choice for help.

The pair would like the characters’ help in finding the boy. He has now been missing almost an hour and his chances of being found decrease with each passing minute. Corvin looks on the edge of completely breaking apart.

## **Episode Four: Into The Storm**

The search for Zanner can proceed in a couple of ways. If the characters have someone with appropriate Force skills, they may try going out into the storm and search for Zanner that way. They may also use their ship sensors (in a greatly reduced capacity) to look for the boy.

Regardless of how they intend to search for Zanner, the best place to begin is Corvin’s home, and work out from there. Tree cover is present, so the characters will have to fly high enough to avoid hitting them.

Zanner did exit his home and head for the river, but that was by accident. One of his father’s nerfs had recently given birth and Zanner adopted the young animal as his own. Worried about the beast, Zanner decided to go to the barn and check on it.

Zanner made it to the barn somehow and check on his pet. He decided to bring it back to the house. Unfortunately, the beast became very frightened when they got out into the storm. Zanner struggled with the animal, but lost his sense of direction. The pair wandered into the woods.

They wandered into an area of the forest where several hungry verlen, a predator native to Dalicron-4, were waiting until the storm ended to continue hunting. The predators caught scent of the nerf and decided to hunt it and the boy. The creatures attacked and swarmed the helpless nerf calf.

Zanner started to run when a large bolt of lightning hit a tree behind him. Not only did that tree drop on him, but brought two others down on Zanner as well. This probably saved the boy’s life. The verlen could not get to the boy.

After finishing off the nerf, they settled in to wait out the storm, when they would be free to aggressively go after Zanner.

Zanner’s current position is approximately three hundred meters southeast of his house. He is unconscious and suffering from shock, a concussion, a number of broken ribs and a broken ankle.

Corvin’s house lies to the south of town, approximately fifty meters west of the river. Corvin is scared his son may have accidentally wandered too close to the river and been swept away.

Factors impeding the search:

- The storm makes tracking pretty much impossible. If characters wish to attempt to track Zanner, let them try. However, it requires a Survival check (DC 40). Possibly higher.
- The lightning makes sensors useless beyond fifty meters. Plus, the electrical discharge from the lightning makes interpreting the available data

rather difficult. Locating a human-sized life form is a Computer Use check (DC 25). If successful, the sensor operator can only get a general location (within a ten meter-radius) of the target. On a DC 30, the distance is decreased to a five-meter radius. One arc can be searched per round. Each additional round spent on a specific arc provides a +2 bonus to the roll (to a maximum of +4). This takes into account a character being able to filter out non-important data. Roll 1D each round. If a 1 is rolled, a lightning bolt has flashed within sensor range, corrupting the readings (+10 to the DC for that round).

- The winds makes flying very difficult. They constantly batter anything flying and changes, direction, making them unpredictable. Once the characters are ready to lift off, have the piloting character make a Pilot check. The co-pilot may also assist in the flying (providing a +2 circumstance bonus). A successful Pilot check (DC15) is required to successfully get off the ground and keep control of the ship. The pilot must make one check per round (or so) thereafter.

Thaum tells the characters that, while speed is of the essence, everyone must be cautious.

If Thaum and Corvin came to the character's ship to ask for help, Thaum will give several pieces of advice on flying. He will also offer to help fly the ship.

The buffeting winds and rain are going to make controlling the ship difficult. Lightning is a completely unpredictable factor. Sensor sweeps are going to be just as difficult. Whoever is operating the sensors is going to have to be very good. Although visual scanning will be practically impossible, Thaum advises someone to get down in the belly turret if the ship has one.

The characters may also use the Force to try to find where Zanner is, relying on See Force to find the boy. This approach may be more effective, as the powers do not rely on anything physical to locate Zanner. Also, a Force-using character may be able to discern that Zanner is Force-sensitive (depending on how See Force is used and the success of the roll).

Once the characters locate Zanner, they have to figure out how to retrieve him. The tree pinning him to the ground is almost a meter in diameter and weighs over six hundred kilos. Sensor readings show that he's in bad shape. He has five to ten minutes of life remaining to him when found. If they take a long time to find him, give him closer to five minutes.

If in a starship, the characters must also find a way to get down to him. The tree cover is anywhere from twenty to thirty meters in height, and too thick to land the ship. Besides suffering from terminal deceleration, just jumping into the foliage causes its own problems.

The characters could land at the nearest clearing and allow a rescue party to enter the forest while characters on the ship coordinate movement and guide the rescue party to Zanner.

Whatever method the heroes choose, give them a chance if it is reasonable. Build the tension. That sort of thing. Call for some rolls, even if they are not really necessary.

For the piloting character, staying stationary above Zanner requires a Pilot check (DC 18). Coordinating sensor positions of Zanner and any characters on the ground is a Computer Use check (DC 20).

Regardless of the method used to find him, the characters will have to get the tree off Zanner. Unfortunately, they will also have to deal with the four verlen in the immediate area. The verlen have devoured the nerf calf and are hiding (opposed Hide vs. Spot checks). Certain Force powers like See Force may alert the characters to where the beasts lay.

When the characters all seem occupied, the verlen attack. They will split into two groups. A group of two will attack the smallest party member, while the group of three will attack the largest.

Once they have dispatched the verlen, the characters must lift the trees enough to slide Zanner out. This requires a Strength check (DC 25). This does require more than one character, as no one can lift the tree and move Zanner at the same time (unless using the Force).

When the characters get Zanner out from underneath the tree, they find him clearly in shock. The boy is also having difficulty breathing. It is obvious he needs medical care quickly. Zanner must be stabilized before he can be moved. This requires a Treat Injury check (DC 15) (plus the contents of 2 medpacs) to accomplish.

Zanner is in need of serious medical attention. If the characters do not think of it, either Thaum or Corvin insist Zanner be taken to Aloor's house. The characters may land easily behind the house if they are flying. It is clear of trees and any other obstacles that would impede landing.

The Ithorian doctor quickly ushers everyone in and guides whoever is carrying the boy to one of his recovery rooms. He pulls out a med scanner and begins examining Zanner, ordering Corvin to get other supplies from elsewhere in the house. If any character with medical training wishes to help Aloor, he will accept. All others, including Corvin after he returns, are ushered out into the kitchen.

It takes a couple of hours to treat Zanner. Aloor comes out and announces the boy will make it. Zanner needs time to heal fully and Aloor wants to keep him here for a couple days to watch him. The concussion was bad, as were the broken ribs.

Aloor invites everyone to wait out the storm in his house. Corvin declines, saying he needs to get back to his wife and let her know Zanner is okay.

The storm roars throughout the night, ending shortly before dawn.

## Episode Five: Prophecy Revealed

The next morning arrives without any other occurrences.

*Dawn greets you warmly as bright sunlight streams into Aloor's house. The peaceful calm is broken by a sharp knock at the door.*

Aloor is nowhere to be seen. If the characters wait for the doctor to answer his door, no one comes; he cannot hear the knocking, as he is in his herb garden out back checking the damage.

Upon opening the door, the characters see a young girl in her mid-teens standing there. She is Jhara, granddaughter of the man who requested that the Rebellion send someone. Jhara is about sixteen years old, has auburn hair and blue eyes, and appears to be somewhat irritated. She is Force-sensitive, but not a Force user.

Jhara looks over the characters and asks which one is Luke Skywalker. Her grandfather sent her to get him and bring him back to their farm. The locals have told her of the offworlders' bravery, so she is certain he is here. Jhara becomes wary of the characters if they reveal that none of them is Luke. Have the players roleplay their convincing Jhara that they intend her or her grandfather no harm. If the players are not convincing enough, a couple of Diplomacy checks (DC 15 to 20, depending on the players previous roleplaying attempts) to convince her. Once convinced, Jhara tells the characters to get ready and that she will get mounts (thumpers from Meebo).

Upon going outside, the characters notice most all of the buildings are in need of some repair. Whether it was part of the roof being blown off or caved in, windows smashed, or doors torn away, no structure escaped intact. Most damage is not too serious and the locals are already at work repairing their buildings.

If the characters walk through the town, they find the Daliens noticeably warmer to them this morning. They wave at the characters and wish them good morning. The story of their heroics in saving Zanner has already passed through town, and the locals are impressed that these offworlders risked their lives to save the young boy.

Jhara hurries everyone onto their mounts and races to the woods on the far side of the landing field.

## Episode Six: Silent Travels

As they race across the landing field, Thaum stands up and shouts greetings to the characters. He is on top of his ship, apparently doing repair work as he waves with hydrosprayer in hand. Thaum makes no inquiries into where the characters are going or what they are doing.

Jhara gauges the characters' riding expertise and moves at a speed that everyone can easily keep. Characters with a low Ride skill get a look of impatience that only a sixteen year-old girl can deliver.

Jhara takes the characters through the woods on a path that is invisible to all but the most experienced scouts. The journey takes about six hours total.

During this time, Jhara does not answer any questions, saying talk slows them down.

When they reach the farm, read the following:

*The thick woods suddenly give way to a large rolling plain. Visible about 1 kilometer away, on the top of a knoll, is a small house. A barn and several other smaller buildings sit away from it.*

*A slight breeze blows across you, bringing the scent of unspoiled air into your body. Beside you, Jhara stops her mount. She raises a hand to shade her eyes as she squints in the direction of the farm.*

*"Something's wrong," she whispers. Jhara spurs her mount and takes off towards the farm.*

When the characters arrive at the farm, Jhara is off her mount and making for the open front door. She ignores all the characters' commands, requests, etc. to not go in.

Inside, the small house looks like a war zone. Furniture is smashed into splinters. Nothing seems unbroken.

The characters hear a cry of "Grandfather" from Jhara. She is standing just inside a door on the opposite side of the room. As they approach, the characters can see it is apparently a bedroom.

This room is also a complete mess. However, someone is actually in this room. Lying crumpled against the wall is a human male, probably in his late sixties. He seems to be semi-conscious and in much pain. Both arms are broken in several places, as are both legs (the unnatural angles easily reveal this). His nose is broken and his face very bruised. The worst injury is to his chest. A large stab wound has been made in his belly. Most of the old man's blood lies drying in a pool around him. (NOTE: the old Jedi is going to die. He has lost most of his blood and suffered severe injuries. A bacta tank wouldn't save him.)

Jhara moves to his side and the man seems to become lucid.

*“Jhara, my dear,” he groans, flecks of blood coming out with each breath. “Thank the Force he did not get you. The dark side is going for the boy. Caeleb must be saved.”*

*The old man’s body spasms, and he cries out in pain. “I tried to resist him, but he was absolute evil. He told me he had captured you and would feed you to his hounds if I didn’t reveal the boy’s location. I tried ... I tried ... I just didn’t have the strength. Once again, I have failed the Force ...”*

*As the old man breaks down into tears, Jhara leans over and whispers in his ear. The old man nods and looks at you.*

*“You ... You have to save Caeleb. He must not fall to the darkness. You will find him in the place of no Force. You must hurry.”*

*With that, the old man lapses into death.*

Jhara begins weeping uncontrollably. The characters must break her from this state to get her help.

She remembers hearing her grandfather talk of a place where there was no Force, a zone where the Force was simply absent. He never took her there. However, she vaguely recalls its location.

Jhara will not tell the characters where this place is. She insists on showing them. She asks the characters to help her place her Grandfather on the bed and covers him up. Jhara then instructs the characters to get the mounts while she gathers a few things.

When she comes out of the house, Jhara has a large, old blaster strapped to her right thigh and a bulky shoulder bag over her left shoulder. If asked about the blaster, she will say it was her grandfather’s – from his time of Republic service during the Clone Wars.

Jhara mounts up and heads across the plain, opposite from where she and the characters entered it. Characters looking will notice a number of emotions playing across her face – none of them good. Jhara stays quiet as the group races to save Caeleb, the Child of Light.

## Cutscene Two

Present the following once the characters have left Jhara’s home.

*Through the macrobinoculars, the Whippid studies his prey. Two adults and one child. All human. All puny. ‘I hope they will be better sport than the last one,’ he thinks to himself.*

*He looks down into the front of his craft. Half a dozen cyborg battle dogs anxiously await their release. They feel it, too. They want a good fight and blood also.*

*He taps a code in on a wrist comlink and gets two beeps in reply. Smiling, he reaches over to the throttles and pushes them forward. Silently, the skiff moves towards its target.*

End of Cutscene

## Episode Seven: Fighting For The Light

This portion of the adventure involves the characters catching up with their as-yet unseen nemesis, Tol Skaros. The information for this section is presented in two parts, background information for the gamemaster and the fight.

### Gamemaster Information

Caeleb’s parents have some knowledge of the Force. His mother is Force-sensitive and felt that there was something special about him while he was still in the womb. Caeleb’s father is also Force-sensitive. While he has no formal training, Caeleb’s father has learned some basic use of the Force. They brought him to this exact place to live because of a special and unique tree. The tree’s origin is unknown, as is its age. Its presence creates a “dead zone” in the Force. Inside this area, it is as if the Force simply does not exist. This zone extends in a fifty-meter radius around the tree.

Unknown to Caeleb’s parents, the tree actually contains the spirit of a long-dead Jedi Master named Duumas. Duumas sacrificed himself almost a millennia ago after uncovering a prophecy about a being known as the Child of Light. Upon “merging” with the tree, Duumas gave up his power in the Force and began creating a bubble that was void of the Force. This bubble also protects the enclosed area from the terrible storms that ravage Dalicron-4.

Caeleb’s parents came here to live so they could raise him away from the strong influences of the Force. His father “saw” this location in a vision and knew this was to be where their son was raised. Knowing what Caeleb was, they did not want him exposed to his tremendous power until he was older and more mature. At his current age of five, Caeleb’s emotions are easily influenced. Even though he is not aware of the Force, Caeleb radiates the Force.

Caeleb’s parents have raised him in a relatively happy environment. They have strived to keep only positive emotions in their home. Caeleb has not been allowed to venture beyond the stone wall that surrounds their homestead (and is the boundary marker for the Force bubble).

## **The Fight**

The journey takes just over three hours. Jhara does not move at a careful pace this time. She is pushing her mount to the limits.

The characters break through the woods and into a very large clearing. In the middle of the clearing, about two hundred meters away, stands a lone house with two smaller buildings to the right. A large tree sits about ten meters to the left of the house. This tree is most unusual in appearance. The trunk is pure white. The leaves are dark green on top and golden underneath. Even though there is no breeze, the leaves seem to be moving as if there was one blowing. This creates a shimmering effect. A one-meter high stone fence surrounds the homestead.

Other than this strange tree, the only other attention-grabbing activity is a fight. In front of the house, a figure wielding a green lightsaber is fighting someone else. About five meters to their left, near the tree, a pack of animals are swarming over something. An idle skiff rests between them.

The Whippid, Tol Skaros, has attacked Caeleb's parents. Tol commanded his Nek battle dogs to attack her and focused his attention on the boy's father.

If they were battling outside the Force bubble, Caeleb's father might have the upper hand. However, his inability to use the Force, Tol's expertise in combat, the anguish of watching his wife die and not knowing Caeleb's fate has taken its toll. He is quickly being worn down by Tol's viscous attacks.

Any Force-sensitive characters feel the absence of the Force immediately upon entering the bubble. While inside the bubble, no character (or Tol for that matter), can use Force skills, Force points or character points. There is NO Force present to manipulate or call upon. Period. Not even the dark side can be called upon. This fight can be very deadly for this reason. Feel free to adjust Tol's abilities and the number of battle dogs and droids with him to give the characters a chance of victory. Likewise, if Tol and his forces seem overmatched, increase their abilities and/or numbers.

As the characters begin their final run toward the house, Tol dramatically finishes off Caeleb's father and turns towards the newcomers.

Any character using Force skills to sense inside the bubble finds that they cannot feel anything.

Jhara is ahead of the characters. She is concentrating solely on Tol, who has set himself to receive her charge, when a blaster bolt comes from behind and hits her between the shoulder blades. She tumbles from her mount and onto the ground, lying there unmoving. Jhara is badly wounded and in need of immediate help. A successful Treat Injury check (DC 15) will stabilize her.

The characters see the blaster shot and can turn and see a pair of probe droids, at high altitude, moving in. Their current range when spotted is about sixty meters away from the characters.

Upon seeing Jhara fall, Tol prepares for the characters. He barks an order to the battle dogs and they come to him, waiting. The probe droids begin an attack run on the characters.

Caeleb is in the house the entire time. He was taking a nap when the shouting of his father woke him. Looking out of his window, he saw a strange-looking man fighting his father, and a bunch of animals attacking his mother. To the young Caeleb, it was quite horrible. Emotions he had never really experienced before began to surface – terror, sadness, etc. Caeleb was frozen in fear as he watched his parents fall.

## **Tol's Tactics**

If one or more of the characters presents themselves as Force-sensitive, Tol calls for them to meet him in honorable combat. Surely it isn't fair for all the characters to gang up on him.

Tol will do his best to stay inside the bubble during the fight. (His "interrogation" of Jhara's grandfather revealed the presence of the bubble). He will use all available resources to combat the characters. If forced (no pun intended) out of the bubble, Tol will begin using his Force Points and character points as needed.

Any remaining probe droids and Nek battle dogs will be sent to attack characters that Tol is not attacking.

With his skill, Tol should be a big challenge.

Should there be no Force users present in the characters' party, or none wish to respond to his challenge, Tol immediately orders his forces to attack. He jumps onto the skiff and heads out of the stone ring so he can call on the Force to battle the characters.

Tol will not ask for quarter, and will give none. He is here to kill anyone sensitive to the Force, any of their allies, and to capture Caeleb. Tol will fight to the death.

## **Aftermath**

Once the characters have defeated Tol and his minions, they are free to search the house for Caeleb. The boy is hiding under his bed, doing his best to stay quiet.

He is not trusting of anyone at the moment. The characters must comfort him to gain his confidence (GM judgment and a few Diplomacy checks).

Before leaving with the characters, Caeleb insists on burying his parents under the old tree. "*They'll take good care of each other,*" he says. As they finish burying Caeleb's parents, Caeleb stares intently at the tree, and asks one of the characters to pick him up. He pulls a single green-gold leaf from the tree.

Then, gathering up a sack with his few belongings, Caeleb will bid farewell to his home ... and his innocence.

Once they leave the bubble, Caeleb stops for a moment and asks one of the Force-using characters (if there are any) to hold the leaf for a moment. When Caeleb releases the leaf, Force-sensitive characters immediately feel how strong the Force is in Caeleb. He lightly brushes the skin of the strongest Force-using character. Those characters feel the Force as never before. (NOTE: Good dark side temptation. Unlimited power.) Caeleb then takes the leaf back and proceeds with the characters to his future.

The characters should feel an urgency to get away from Dalicron-4 as quickly as possible. Power such as that contained in Caeleb is certainly a beacon in a storm. Do nothing to counter this attitude. If the players seem to tarry, prod them with this point.

## CUTSCENE THREE

Present this when the characters and Caeleb leave the house.

*A cloaked figure stares through macrobinoculars. In the distance, a group of beings enters a small house. The remains of battle litter the ground around it. The macrobinoculars linger on the dead Whippid for a few seconds then go black as the power is switched off.*

*"And so it ends," Thaum whispers to no one in particular.*

### End Of Cutscene

## Episode Eight: Flight From Dalicron-4

The trip back to Dalia is uneventful. The characters arrive late in the day. As they hustle to get space-borne, Thaum comes out of his ship asking how they are doing.

Again, any explanation the characters give will suffice and appease Thaum. If told of Jhara's wound, he will ask if he can help in any way.

The characters can elect either to take Jhara with them (she is Force-sensitive), or leave her on Dalicron-4 under Aloor's care. If asked, Jhara will choose to join the characters. Aloor can treat her wound well enough that she will survive travel to a place with better medical facilities.

As the characters are leaving Dalicron-4's atmosphere, a signal shows up on their sensors, emerging from hyperspace.

*"Unidentified freighter, this is Imperial frigate Harasser. This planet is now under Imperial quarantine," announces a voice from the newly arrived Nebulon-B frigate.*

*"Prepare to power down and be taken aboard for questioning."*

As the voice from the frigate finishes the last sentence, the characters pick up numerous small blips on their sensors. It appears as if the ship has launched its entire complement of starfighters (24 TIEs).

A safe jump to hyperspace is still being computed, so the fighters will be all over the characters by the time the nav computer is finished.

At this time, ask the players what the characters are going to do.

*"Negative on that request, Harasser," replies a second, familiar voice.*

*"Who is this?" questions the Harasser voice.*

*"Name's LIEUTENANT Thaum Rystra, that's with a Y, of the Rebel Alliance," responds Thaum. "This ship is under my protection. Now why don't you just retreat into hyperspace before my troops and I have to jump all over you?"*

The characters detect a ship heading quickly up to their position. They get a signal to switch to an Alliance frequency.

*"All right, I don't know how much time I can buy you, but as soon as I say 'break,' head for an escape vector as fast as you can. Got it?"*

Thaum will not explain any further. He will tell the characters it is vital they get out of here without engaging the Imperial forces.

When Thaum's ship is almost on them, the characters detect several objects moving from behind his ship and towards the oncoming Imperial fighters. Sensor reading, followed by visual sightings, reveal four X-Wing fighters speeding to greet the TIEs. The X-Wings are actually holograms projected from decoys Thaum has launched. To the naked eye and sensors, they are actually X-Wing fighters.

The Imperials believe them to be real and begin taking evasive maneuvers to engage the new threat. Thaum's voice once again crackles over the comm system, telling the characters to *"Break, and may the Force be with you."*

Two or three TIEs will take shots at the characters, but nothing serious enough to keep them from entering hyperspace.

## **Episode Nine: Epilogue**

The characters arrive at their destination, the Mon Cal cruiser *Home One*. They are escorted into a conference room and debriefed by Admiral Ackbar's aide, a Mon Cal named Kylbar. Kylbar is very proper, and expresses Ackbar's sorrow at being busy when the characters arrived, but does not reveal what Ackbar is doing. Jhara, if she accompanied the characters, will be taken away to a bacta tank to complete her healing.

Kylbar will listen intently to the characters recounting of what happened on Dalicron-4. He will seem surprised when they mention Thaum. He has not been heard from in several years and was thought to have been either captured or killed.

Kylbar will take custody of Caeleb and explain that Mon Mothma has become interested in the child herself, and will transport him to a safe place.

With that, Caeleb gives his thanks, bids farewell to the characters and leaves with Kylbar.

### **The End of *Child of Light***

## GAMEMASTER CHARACTERS

**Bothan Spies:** Male Bothan Expert 2; Init +1 (Dex); Def 11 (+1 Dex); Spd 10m; VP/WP -9; Atk +0 melee (1d4, knife), +1 ranged (3d6, blaster pistol); SV Fort -1, Ref +1, Will +2; SZ M; CC A; FP 0; Rep 0; Str 10, Dex 12, Con 9, Int 11, Wis 9, Cha 10.

Equipment: blaster pistol, knife, dark clothing and cloak.

Skills: Bluff +2; Disguise +2; Gather Information +5; Hide +4; Intimidation +2; Profession: spy +2; Sense Motive +1; Speak Basic; Speak Bothan; Spot +1; Treat Injury +2.

Feats: Weapon Group Proficiency (blaster pistols, simple weapons).

Special Feature: +2 species bonus on Gather Information and Sense Motive checks.

**Typical Dalian:** Human Commoner; Init +0; Def 10; Spd 10m; VP/WP -10; Atk +0 melee (1d3, punch), +0 ranged; SV Fort +0, Ref +0, Will +0; SZ M; CC A; FP 0; Rep 0; Str 10, Dex 11, Con 10, Int 11, Wis 10, Cha 11.

Equipment: Variety of personal belongings.

Skills: Craft (Varies) or Profession (varies) +4; Knowledge (varies) +4.

Feats: Skill Emphasis (Craft, Knowledge, or Profession).

**Daz:** Male Human Expert 1; Init +0; Def 10; Spd 10m; VP/WP -10; Atk +0 melee (1d3, punch), +0 ranged; SV Fort +0, Ref +0, Will +2; SZ M; CC A; FP 0; Rep 0; Str 10, Dex 11, Con 10, Int 11, Wis 10, Cha 11.

Equipment: Variety of personal belongings.

Skills: Appraise +4; Gather Information +4; Knowledge: drinks +4; Profession: bartender +7; Sense Motive +2; Survival +4; Treat Injury +4.

Feats: Skill Emphasis (Profession: bartender).

**Aloor:** Male Ithorian Expert 3; Init -1; Def 10; Spd 10m; VP/WP -11; Atk +0 melee (1d3, punch), -1 ranged; SV Fort +1, Ref +0, Will +4; SZ M; CC A; FP 0; Rep 0; Str 10, Dex 9, Con 11, Int 10, Wis 13, Cha 12.

Equipment: Robe, small pouch of herbs, medical bag, staff.

Skills: Entertain +3; Knowledge: agriculture +6; Knowledge: nature +6; Profession: medical doctor +10; Spot +2; Survival +6; Treat Injury +10.

Feats: Skill Emphasis (profession: medical doctor; treat injury).

**Meebo:** Male Rodian Scout 1; Init +2 (Dex); Def 15 (+2 Dex); Spd 10m; VP/WP 9/13; Atk +1 melee (1d4+1, knife), +2 ranged (3d8, blaster carbine); SV

Fort +2, Ref +3, Will +2; SZ M; CC A; FP 0; Rep 0; Str 13, Dex 14, Con 13, Int 10, Wis 13, Cha 13.

Equipment: blaster carbine, knife, hunting clothes, macrobinoculars.

Skills: Hide +6; Jump +3; Listen +7; Move Silently +6; Ride +5; Spot +6; Survival +8.

Feats: Point Blank Shot, Skill Emphasis (survival), Track, Weapon Group Proficiency (blaster pistols, blaster rifles, simple weapons).

Special: +2 species bonus on Search, Spot and Listen checks.

**Jem:** Male Human Expert 1; Init +0; Def 10; Spd 10m; VP/WP -10; Atk +0 melee (1d3, punch), +0 ranged; SV Fort +0, Ref +0, Will +0; SZ M; CC A; FP 0; Rep 0; Str 10, Dex 11, Con 10, Int 11, Wis 10, Cha 11.

Equipment: Beverage-stained clothing, mug of ale.

Skills: Appraise +2; Handle Animal +2; Knowledge: agriculture +4; Knowledge: life sciences +4; Profession: brewer +7; Profession: farmer +4; Ride +2; Search +2; Speak Ho'Din.

Feats: Skill Emphasis (Profession: brewer).

**Vala:** Male Ho'Din Expert 1; Init +0; Def 10; Spd 10m; VP/WP -10; Atk +0 melee (1d3, punch), +0 ranged; SV Fort +0, Ref +0, Will +0; SZ M; CC A; FP 0; Rep 0; Str 10, Dex 11, Con 10, Int 11, Wis 10, Cha 11.

Equipment: Beverage-stained clothing, mug of ale.

Skills: Handle Animal +2; Knowledge: agriculture +4; Knowledge: life sciences +4; Profession: brewer +5; Profession: farmer +4; Ride +2; Search +2.

Feats: Skill Emphasis (Profession: brewer).

**Corvin:** Male Human Expert 1; Init +0; Def 10; Spd 10m; VP/WP -10; Atk +1 melee (1d3+1, punch), +0 ranged (3d8, blaster carbine); SV Fort +0, Ref +0, Will +2; CC A; FP 0; Rep 0; Str 12, Dex 10, Con 11, Int 10, Wis 11, Cha 10.

Equipment: Clothes, blaster carbine.

Skills: Handle Animal +4; Knowledge: agriculture +4; Knowledge: animals +4; Profession: farmer +4; Ride +4; Spot +2; Survival +4.

Feats: Weapon Group Proficiency (blaster rifles)



**Verlen (4):** Predator 2; Init +2 (Dex); Def 16 (+4 natural, +2 Dex); Spd 18m; VP/WP 24/18; Atk +5 melee (1d4+4, claw) or +5 melee (1d6+4, bite); SQ scent; SV Fort +6, Ref +4, Will +1; SZ M; CC B; Rep 0; Str 18, Dex 14, Con 18, Int 10, Wis 12, Cha 10.

Skills: Hide +4; Listen +3; Move Silently +5; Survival +3

Feats: Track

**Jhara, Granddaughter of Gel:** Female Human Scout 1; Init +2 (Dex); Def 15 (+2 Dex); Spd 10m; VP/WP 8/11; Atk +0 melee (1d3, punch), +2 ranged (3d8, blaster carbine); SV Fort +1, Ref +3, Will +3; SZ M; CC A; FP 1; Rep 0; Str 11, Dex 14, Con 11, Int 12, Wis 14, Cha 15.

Equipment: Blaster carbine, clothes, Cracian thumper.

Skills: Climb +2; Hide +6; Jump +2; Knowledge: agriculture +2; Listen +6; Move Silently +6; Ride +9; Search +2; Spot +6; Survival +6.

Feats: Force Sensitive; Skill Emphasis (ride); Track; Weapon Group Proficiency (blaster pistols, blaster rifles, simple weapons).

**Gel/Grandfather, Failed Jedi/Farmer:** Male Human Jedi Guardian 4; Init +1 (Dex); Def 17 (+1 Dex); Spd 10m; VP/WP 32/12; Atk +4 melee (2d8, lightsaber), +5 ranged (3d8, blaster carbine); SV Fort +5, Ref +5, Will +3; SZ M; CC A; FP 2; DSP 4; Rep 1; Str 12, Dex 12, Con 12, Int 13, Wis 13, Cha 15.

Equipment: Blaster carbine, clothes, lightsaber (green blade), bottle of fruit liquor.

Skills: Empathy +4; Diplomacy +5; Force Stealth +4; Friendship +5; Knowledge: Jedi lore +6; Profession: farmer +6; Ride +3; See Force +4; Spot +4; Survival +3.

Feats: Alter; Control; Dissipate Energy; Exotic Weapon Proficiency (lightsaber); Expertise; Force Sensitive; Low Profile; Sense; Weapon Group Proficiency (blaster pistols, simple weapons).

**Caeleb, Child of Light:** Female Human Commoner; Init +2 (Dex); Def 15 (+2 Dex); Spd 6m; VP/WP -/10; Atk +0 melee (1d2, punch), +2 ranged; SV Fort +0, Ref +2, Will +0; SZ S; CC A; FP Special (see special abilities); Rep 0; Str 10, Dex 14, Con 10, Int 11, Wis 11, Cha 11.

Equipment: Clothes.

Skills: Knowledge: nature +4.

Feats: Force Sensitive

Special Abilities: Caeleb has unlimited access to the Force. Due to this, he has an infinite number of Force points. However, Caeleb cannot use these points himself or learn Force skills and powers. If Caeleb is physically touching a Force-sensitive being, he may

bestow a unique bonus to that being. Essentially, that being is awarded an immediate Force point for use. The Force point given by Caeleb must be used that round. If it is not, it disappears. Caeleb has never dealt with, or been touched by, the dark side. How this would affect his power is unknown.

**Tol's Nek Battle Dogs (4):** Predator 2; Init +0; Def 16 (+6 natural); Spd 12m; VP/WP 24/18; Atk +2 melee (1d4+2, claw) or +2 melee (1d6+2, bite); SV Fort +4, Ref +2, Will +1; SZ M; CC B; Rep 0; Str 14, Dex 11, Con 14, Int 10, Wis 12, Cha 10.

Skills: Listen +4; Spot +4

Feats: Power Attack.

**Tol's Viper Probe Droids (2):** Hovering military droid, Scout 2; Init +0; Defense: 14 (+4 class); Spd 10m; VP/WP 16/14; Atk +1 melee (2d6, vibroblade), +1 ranged (3d6, blaster), +1 ranged (3d8, blaster carbine), +1 ranged (4d6/2d6, frag grenade), +1 melee (1d6/DC 12, stun baton), +1 ranged (see entry p.121 SW RPG rulebook, electro-net); SQ: Trailblazing; SV: Fort +4, Ref +2, Will +4; SZ M; CC B; Rep 0; Str 10, Dex 10, Con 14, Int 10, Wis 14, Cha 10.

Equipment: Modified multi-purpose appendages (5): vibroblade, grenade launcher (holds 5 frag grenades; range increment 15m), blaster carbine, stun baton, electro-net dropper (1 net).

Skills: Hide +5, Listen +5, Move Silently +5, Search +5, Spot +5.

Feats: Skill Emphasis (Spot), Track.

## Thaum Rystra (*Male Human Scout 2<sup>nd</sup>/Dark Side Force Adept 6<sup>th</sup>*)

**STR** 12/+1  
**DEX** 14/+2  
**CON** 12/+1  
**INT** 12/+1  
**WIS** 14/+2  
**CHA** 18/+4

**VP/WP:** 51/12  
**Def:** 19 (21 with Lightsaber Defense)  
**Spd:** 10m  
**Initiative:** +2 (Dex)  
**Saves:** Fort +6, Ref +7, Will +9  
**FP:** 6      **DSP:** 9      **Rep:** 2

### Class Abilities:

*Scout:* Trailblazing

*Force Adept:* Force weapon +1d4

### Skills:

Astrogate +4; Bluff +6; Climb +4; Computer Use +3; Diplomacy +8; Hide +6; Jump +4; Listen +6; Move Silently +6; Pilot +6; Read/Write Basic; Repair +3; Search +3; Speak Basic; Speak Ryl; Spot +3

### Force Skills:

Affect Mind +10, Battlemind +5, Empathy +8, Enhance Ability +5, Force Grip +5, Force Stealth +9, Heal Self +6, Move Object +5, See Force +9

### Feats:

Exotic Weapon Proficiency (*lightsaber*), Force Sensitive, Starship Operation (*space transport*), Trustworthy (+2 on all Diplomacy and Gather Information checks), Weapon Group Proficiency (*blaster pistols, blaster rifles, primitive weapons, simple weapons*)

### Force Feats:

Alter, Control, Lightsaber Defense, Sense

### Weapons:

*Base Attack Bonus* +6/+1

*BlasTech DL-44 heavy blaster pistol:* +8/+3 ranged attack, 3d8 damage

*Lightsaber:* +7/+2 attack; Critical 19-20; 2d8+1 damage

**Equipment:** Sith masking amulet (adds +10 Force bonus to Force Stealth to mask wearer as being Force sensitive), dark green shipsuit, brown nerf-hide jacket, comlink, macrobinoculars

**Appearance:** Thaum stands 1.7 meters and is approximately 68 kg. He has thick, wavy black hair and clear blue eyes. Thaum rarely wears the traditional robes and lightsaber of a Jedi in order to better blend in with the galaxy's population. He can often be found in a dark green jumpsuit and brown nerf-hide jacket and boots. He wears his trusty DL-44 heavy blaster in a low-slung holster on his right thigh.

When away from his master, Thaum almost always acts as a happy and cheerful person. He has a contagious smile and his eyes sparkle with life.

**Capsule:** The story of Thaum Rystra is a tragic one. Born on Alderaan to a diplomat and his wife, Thaum had an unusual childhood. His family moved from one diplomatic posting to another as his father was often reassigned to better jobs. As an only child, Thaum was very close to his parents, especially his mother.

During a brief stay on Coruscant, his parents were approached by one of the Emperor's advisors and told that Thaum was to begin special training for gifted youngsters. Thaum's parents broke into tears. They had heard rumors of what these schools were and what they did. They begged for Thaum to not be taken, but the advisor ignored their pleas. Eight year-old Thaum left with the man and several stormtroopers that had been positioned out of his view. His last sight of his parents was over his shoulder walking down the hallway, his mother buried in his father's shoulder, sobbing uncontrollably.

Traitors to the New Order were identified to the students. Their last "lesson" was to eliminate these enemies of the galaxy. Beings opposed to peace. Late of night, Thaum walked into the domicile of two such traitors. He stood at the foot of their bed, unlit lightsaber in his hands. A push with the Force switched the glowpanel on. Thaum wanted

these betrayers to see the face of justice as their sentence was pronounced. The look on his parents' face as his amethyst energy blade cut them down rocked him to his very core. Thaum realized what a monster he had become.

Thaum stole a ship and fled. Hoping to atone for his actions, he searched for someone who could connect him to the Rebel Alliance. After months of searching, he finally met such a being. Vowing to fight the evil that was the Empire, he joined the Alliance and was grouped with various other beings who held the same beliefs. One member of his group was also Force-sensitive like himself. He was a Twi'lek who had escaped from slavers. As they traveled together, Thaum grew more and more uneasy being around someone who had control over the Force.

Finally, Thaum could take it no more. He requested a transfer out of his unit and into the scouts. He felt the need to be alone. His request granted, Thaum moved into his new occupation with excitement. He would be providing valuable information for the Alliance, while not having to deal with reminders of his past on a daily basis.

On his third assignment, Thaum was charting an unpopulated system when a voice began to call to him. It was feminine and very exotic. She was beckoning him to come to her and learn the true power of the Force. Something stirred within Thaum and felt a hunger for the Force like he had never experienced before. He felt the path needed to reach her.

Thaum guided his vessel along the path the voice gave him. A path to an orbiting asteroid that would not otherwise have attracted his interest. In the center was an immense black edifice, a temple of obsidian stone. Thaum felt the cold emanating from the building. He landed his ship in a large bay and followed the voice to a room deep within the structure. Thaum was amazed at how dark and cool the place was, and the power radiating from it. The Force was everywhere. Thaum did not have to attempt to feel it. But he also felt something else. The dark side. Unable to turn back, Thaum continued.

Arriving at his destination, Thaum stood in the entryway of a room larger than any had seen before. Lying at its center, on a bier of dark stone, was a beautiful woman, vaguely human. The dark side radiated strongly from her. Her voice spoke again in his mind. *"I know what you desire, Thaum Rystra, and I can give it to you. Become my servant and the power of the Force shall be yours."*

Thaum knew what was being offered. He reached out and embraced the dark side.

## Tol Skaros (*Male Whippid Soldier 6<sup>th</sup>/Scoundrel 2<sup>nd</sup>*)

**STR** 18/+4  
**DEX** 15/+2  
**CON** 16/+3  
**INT** 10  
**WIS** 12/+1  
**CHA** 8/-1

**VP/WP:** 72/16  
**Def:** 19  
**Spd:** 10m  
**Initiative:** +2 (Dex)  
**Saves:** Fort +8, Ref +7, Will +3  
**FP:** 4      **DSP:** 4      **Rep:** 4

### Class Abilities:

*Scoundrel:* Illicit Barter, Better Lucky Than Good

### Skills:

Astrogate +3; Computer Use +2; Disable Device +2; Gather Information +3; Handle Animal +2; Hide +6; Move Silently +6; Intimidate +8; Pilot +6; Read/Write Whippid; Speak Basic; Speak Whippid; Spot +4; Survival +5

### Feats:

Ambidexterity, Armor Proficiency (*light, medium, heavy*), Dodge, Martial Arts, Power Attack, Track, Two Weapon Fighting, Weapon Focus (*quarterstaff*), Weapon Group Proficiency (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*)

### Weapons:

*Base Attack Bonus* +7/+2

*Quarterstaff:* +10/+5 attack (+8/+3 if used as two weapons); 1d6+6/1d6+6 damage

*Vibro dagger:* +11/+6 attack; 2d4+4 damage

### Appearance:

Tol Skaros stands at 1.6 meters, average height for a Whippid. He has dirty thick, white fur covering his body and black eyes.

### Capsule:

Tol Skaros spent many years as a Hutt enforcer and independent (but often Imperial-employed) bounty hunter before becoming Thaum Rystra's student. He agreed to join the Dark Force Adepts to gain access to the Force and the power associated with it. Since then, Thaum has taught the Whippid much about the Force, especially the power of the dark side. Tol has learned how to call on the dark side (use dark side points). In preparation for his eventual conflicts with other Force users, Thaum has instructed Tol on various fighting styles used by the Jedi. This was essential training due to the fact Tol has refused to learn the use of the lightsaber so far. He has deemed himself unworthy of the weapon until he can construct one for himself and command the Force.

Tol is a completely ruthless being. He is absolutely loyal to Thaum, and will perform any duty set by his master. Capturing the Child of Light is his first real assignment and he is eager to succeed.

Using wealth gained from his days as a bounty hunter, plus contributions from Thaum, the Whippid has outfitted himself with various weaponry to combat even the most experienced Force user. He has also acquired several Nek battle dogs and a trio of stolen Imperial probe droids, which he has reprogrammed for his own dark uses.

**Player Handout #1**

***“Lazy Katarn”***

**Craft:** Modified CEC YT-1300 Transport

**Class:** Transport

**Size:** Small (26.7 meters long)

**Crew:** 1 to 2

**Passengers:** 6

**Cargo Capacity:** 100 metric tons

**Consumables:** 2 months

**Hyperdrive Multiplier:** x1.5

**Hyperdrive Backup:** x12

**Maximum Speed:** Ramming

**Defense:** 21 (+1 size, +10 armor)

**Shield Points:** 30

**Hull Points:** 120

**DR:** 10

**Weapons:**

**Laser Cannon**

*Fire Arc:* Turret

*Attack Bonus:* +5 (+1 size, +4 fire control)

*Damage:* 4d10x2

*Range Modifiers:* PB +0, S +0, M/L n/a.

## Garek Tolas – Ex-Imperial Commando (*male Human Soldier 2<sup>nd</sup>/Scout 2<sup>nd</sup>*)

<b>STR</b>	16/+3	<b>VP/WP:</b>	34/15
<b>DEX</b>	14/+2	<b>Def:</b>	16
<b>CON</b>	15/+2	<b>Spd:</b>	10m
<b>INT</b>	12/+1	<b>Initiative:</b>	+2
<b>WIS</b>	14/+2	<b>Saves:</b>	Fort +7, Ref +4, Will +4
<b>CHA</b>	8/-1	<b>FP:</b>	2
		<b>Rep:</b>	1

### Class Abilities:

*Scout:* Trailblazing

### Skills:

Computer Use +3; Demolitions +3; Hide +7; Knowledge: *military commmando tactics* +5; Move silently +7; Pilot +4; Profession: *commando* +6; Read/Write Basic; Repair +3; Speak Basic; Speak Calamari; Spot +6; Survival +6; Treat Injury +6.

### Feats:

Armor Proficiency (*light, medium*); Martial Arts; Point Blank Shot; Precise Shot; Track; Weapon Group Proficiencies (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*).

### Weapons: *Base Attack Bonus +3*

*Blaster Pistol:* +5 ranged attack (+6 if target is within 10m); 3d6 damage; Range Increment 10m

*Blaster Carbine:* +5 ranged attack (+6 if target is within 10m); Critical 19-20; 3d8 damage; Range Increment 20m

*Vibro dagger:* +6 melee attack; 2d4+3 damage

*Knife:* +6 melee attack/+5 ranged attack (+6 if target is within 10m); 1d4+3 damage; Range Increment 2m

*Frag Grenades:* +6 ranged attack; 4d6/2d6 damage; Range Increment 4m (4)

**Equipment:** Blaster carbine; blaster pistol; vibrodagger; knife; two fragmentation grenades; 2 medpacs; macrobinoculars; spec ops uniform; 150 credits

### Appearance:

Garek stands at 1.9 meters tall, weighs about 82 kilograms and is in his late twenties. He has brown hair worn in a short, military style cut and piercing green eyes. Garek often wears an earth-tone hued camouflage uniform, but changes that according to mission environment.

**History:** You once served with distinction in the Imperial Special Forces. Eliminating any threat to the Empire and her citizens was your job and you did it well. Then, the jobs got to be nothing but mass murder of innocents.

You had enlisted to fight against other soldiers and warriors, not helpless civilians. The policies continued to get worse.

So one day, you put your training to work and walked away. Much the same way Crix Madine had left Imperial service. Only you had no high-ranking friends in the Rebel Command to vouch for you. All the respect you have now was earned the hard way.

SpecForce command has requested you join their ranks. You would be a welcome addition to their brotherhood. It's tempting, and maybe you will. The thought of paying the Empire back using the methods they taught you brings a smile to your face. Yes, that would be very nice.

**Goort:** A Trandoshan who thinks he is a pilot. Protector of Sha'lia. He is a sight to behold in melee.

**Maric Tovar:** A shy, quiet man who can work wonders with anything electronic.

**Sha'lia:** A Twi'lek and former slave dancer, she doesn't talk about her past too much. Goort helped her escape and she seems as protective of him as he is of her. She talks a lot about the Force and everyone's place in it.

**Zhir Tolavor:** A real psycho who has it in for the Empire. He does not care what happens to himself.

**Mina Dohri:** A former senator who is headstrong and thinks that she is always in charge. You often butt heads with each other over which course of action to take.

## GOORT – PILOT (*male Trandoshan Soldier 4<sup>th</sup>*)

**STR** 17/+3  
**DEX** 11  
**CON** 17/+3  
**INT** 10  
**WIS** 12/+1  
**CHA** 10

**VP/WP:** 40/17  
**Def:** 14  
**Spd:** 10m  
**Initiative:** +0  
**Saves:** Fort +7, Ref +1, Will +2  
**FP:** 2      **Rep:** 1

### Racial Traits:

+1 natural armor bonus to Defense; Darkvision (20m); Automatic Language: Dosh

### Skills:

Astrogate +6; Intimidate +7; Pilot +6; Profession: *enforcer* +6; Read/Write Dosh; Speak Dosh; Spot +3

### Feats:

Cleave; Power Attack; Starship Operation (*transports*); Weapon Focus (*vibro-axe*); Weapon Group Proficiency (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*)

### Weapons:

*Base Attack Bonus* +4

*Vibro-Ax*: +8 melee attack; 2d10+4 damage

**Equipment:** Vibro-ax, Rebel uniform, vacuum suit, medpac, 500 credits

### Appearance:

Goort is 2 meters tall and weighs just over 100 kilograms. Like all Trandoshans, he has a thick, brown scaly hide. His eyes are red with black pupils, un-nerving and intimidating when combined with a mouth full of sharp teeth. Goort is so proud of the Rebel uniform he has been given he refuses to remove it.

**History:** Life was very hard for you. Taken from your family when you were very small, you were raised by Rodians and trained to hunt sentient beings. You preferred to fly starships, and resisted their training. The only thing you enjoyed during this period was flying with your Rodian owner from place to place. He would never let you learn to fly the ship, and would have his other guards beat you up to cure you of such nonsense.

One day, you sneaked onto his ship and into the cockpit. You were looking over the controls when you heard a sound behind you. Expecting more beating, you instead saw the Rodian's Twi-lek dancer.

The dancer, Sha'lia, said she was trying to escape from her slavery. She asked if you could fly the ship and get the both of you away. Seeing your chance, you agreed and started working the controls. Somehow, you hit the right ones and soon the ship was heading into space.

You went together to a place where an unusual man lived. He taught Sha'lia some things you don't understand, and taught you about how your captured ship worked.

Your idyllic existence was shattered when Imperial stormtroopers came to kill the man. He gave his life so that you could escape, and asked you to stay with Sha'lia and protect her. You have done so ever since.

The Rebel Alliance, your new home, does not let you fly the starfighters, as the commanders don't think you can (you failed the check-out exam). But you are training so that you can, and protecting Sha'lia, and life is very exciting.

**Garek Tolas:** An irritating human, Garek likes to boss people around. As long as he doesn't do that to you, you don't mind. It would remind you too much of your past.

**Maric Tovar:** He's kind of a mousy man; he generally is hardly noticeable. He is good at repairing the equipment, especially droids.

**Mina Dhor:** Another irritating human. She is kind of bossy too. You like to keep a wide distance between you, as she seems to really like Wookiees. That is what you got from her comments, anyway.



**Sha'lia:** The Twi'lek that brought you to your new life. You can never be sufficiently grateful to her. You have told the old man that you would protect her, and you do. You also fly her where she wants to go. She is very nice to you; the two of you have been through a lot together.

**Zhir Tolavor:** A Gran, you find his three eyes vaguely disturbing. He comes from the rough side of life, and probably would have associated with your former master. You are cautious about him.

## Maric Tovar – Tongue-Tied Engineer (male Human Fringer 4<sup>th</sup>)

**STR** 12/+1  
**DEX** 13/+1  
**CON** 12/+1  
**INT** 18/+4  
**WIS** 15/+2  
**CHA** 9/-1

**VP/WP:** 27/12  
**Def:** 15  
**Spd:** 10m  
**Initiative:** +2  
**Saves:** Fort +5, Ref +3, Will +3  
**FP:** 3      **Rep:** 1

### Class Abilities:

*Fringer:* Barter; Adaptive Learning (Computer Use); Jury-Rig +2

### Skills:

Appraisal +6; Computer Use +14; Knowledge: computer systems +11; Knowledge: droids +11; Knowledge: gambling +11; Knowledge: streetwise +11; Pilot +4; Profession: computer programmer +11; Profession: droid programmer +8; Read/Write Basic; Repair +5; Search +11; Speak Basic; Speak Calamari; Speak Huttese; Speak Rodian; Speak Sullustan; Spot +10

### Feats:

Alertness; Force Sensitive; Skill Emphasis (*computer use*); Weapon Group Proficiency (*blaster pistols, simple weapons*)

### Weapons:

*Base Attack Bonus* +3

*Hold-out blaster:* +4 ranged attack; 3d4 damage; Range Increment 4m

**Equipment:** Jumpsuit, pocket computer, tool kit, hold-out blaster, 650 credits

### Appearance:

Maric is 1.7 meters tall and weighs 65 kilograms. He appears to be in his late teens. He has tussled brown hair and clear brown eyes. His oil-stained jumpsuit is wrinkled and worn.

**History:** Exactly how you got tied up with the Rebellion escapes you. All you remember is helping a pretty woman with a droid problem and the next moment running down alleyways with her to escape stormtroopers.

Since then, you have been with the Rebels. Fixing whatever droid or computer needs fixing, and doing a little slicing on the side. The latter skill seems to have gotten more use lately, though.

Before joining the Alliance, you had never much thought about the galactic conflict. As long as customers walked in you shop and spent credits, it didn't matter what their species or political stance was.

Since then, things have started to matter. The oppressive and evil nature of the New Order has come into light. Their persecution and enslavement of entire worlds has horrified you.

You are still shy around anything other than droids or computers. But the rebellion needs you and your skills, and you aren't going to let them down.

**Garek Tolas:** A commando that used to work for the Imperials. You're not exactly sure how well he can be trusted, but he seems okay so far. He is in constant conflict with Mina over who commands your group.

**Goort:** The big Trandoshan hates droids, though you don't know why. He is fierce and easily intimidates you.

**Mina Dhor:** Headstrong and beautiful, she is better suited at making decisions than Garek, in your opinion.

**Sha'lia:** An escaped slave, Sha'lia has begun to learn the ways of the Force. She tells you that you are strong in the Force and could learn to use it also. Oh, to have a teacher as beautiful as her.

**Zhir Tolavor:** The Gran is on the run from the Empire. He is a little nuts and always taking unnecessary chances.

## Mina Dhorī – Young Senatorial (*female Human Noble 4<sup>th</sup>*)

<b>STR</b>	14/+2	<b>VP/WP:</b>	26/14
<b>DEX</b>	14/+2	<b>Def:</b>	16
<b>CON</b>	14/+2	<b>Spd:</b>	10m
<b>INT</b>	14/+2	<b>Initiative:</b>	+2
<b>WIS</b>	13/+1	<b>Saves:</b>	Fort +3, Ref +4, Will +5
<b>CHA</b>	17/+3	<b>FP:</b>	3
		<b>Rep:</b>	5

### Class Abilities:

*Noble:* Bonus Class Skill (move silently); Call in a Favor (1); Inspire Confidence +1; Command +2

### Skills:

Bluff +6; Diplomacy +10; Knowledge: *alien species* +9; Knowledge: *bureaucracy* +9; Knowledge: *cultures* +9; Move Silently +7; Profession: *diplomat* +9; Read/Write Basic; Read/Write Ithorese; Read/Write Shyriiwook; Sense Motive +8; Speak Basic; Speak Bothan; Speak Huttese; Speak Ithorese; Speak Ryl; Speak Shyriiwook; Speak Sullustan; Treat Injury +3

### Feats:

Dodge; Force Sensitive; Weapon Group Proficiency (*blaster pistols, simple weapons*)

### Weapons:

*Base Attack Bonus* +3

*Hold-out blaster:* +5 ranged attack; 3d4 damage; Range Increment 4m

*Knife:* +5 melee attack/+5 ranged attack; 1d4+2 damage; Range Increment 2m

**Equipment:** Stylish – yet functional - clothing, hold-out blaster, knife, 800 credits

### Appearance:

Mina is in her mid-twenties. She stands at 1.5 meters and weighs 51 kilograms. Mina has straight auburn hair (often worn in a single braid) that falls to mid-back and ice-blue eyes. She wears clothing that denotes her to be someone of importance, but is functional for field work.

**History:** Korvair, the small mid-rim planet on which you were raised, was taken by the Empire due to its agricultural production. Agri-farms cover the planet, and the New Order needs lots of food to keep its war machine going.

The occupation was civilized at first, but turned harsh when Palpatine dissolved the Senate and took sole power of the galactic government. Freedoms were restricted and many arrests made. Most of your family was taken to a “loyalty camp.” You would have been taken there also had you not been on a return trip from Coruscant at the time.

Upon landing, you evaded Imperial troops and slipped onto a cargo ship bound for the Outer Rim.

Following up on rumors you had heard within the Senate, you eventually found a contact for the Rebel Alliance. Knowing they were the only hope of ridding the galaxy of Palpatine and freeing your planet, you signed on for the duration.

You have discovered that you enjoy working with the variety of beings that make up the Rebel Alliance.

You are confident in the decisions you make and vastly prefer taking action to endlessly debating a minor topic in the Senate.

**Garek Tolas:** An irritating man. He thinks just because he was actually in the military, he can tell everyone what to do.

**Goort:** You don’t know why Sha’lia puts up with this brute. She certainly could find a better bodyguard.

**Maric Tovar:** A shy man who is amazing with computers and droids. You try to draw him out into conversations.

**Sha’lia:** A former slave dancer with moves to envy. She is learning the ways of the Force and hopes you will too.

**Zhir Tolavor:** He makes you nervous. The usual peaceful nature of his kind is nowhere to be found in him. A star waiting to go nova.

## Zhir Tolavor - Outlaw (*male Gran Scoundrel 4<sup>th</sup>*)

**STR** 15/+2  
**DEX** 17/+3  
**CON** 15/+2  
**INT** 14/+2  
**WIS** 12/+1  
**CHA** 12/+1

**VP/WP:** 28/15  
**Def:** 19  
**Spd:** 10m  
**Initiative:** +3  
**Saves:** Fort +3, Ref +6, Will +2  
**FP:** 2      **Rep:** 2

### Species Traits:

Darkvision (20m); +2 Spot bonus

### Class Abilities:

*Scoundrel:* Illicit Barter, Better Lucky than Good; Skill Emphasis (bluff)

### Skills:

Appraisal +5; Bluff +11; Climb +4; Escape Artist +7; Hide +9; Intimidate +4; Jump +6; Knowledge: *streetwise* +7; Move Silently +9; Profession: *merchant* +8; Profession: *outlaw* +9; Read/Write Gran; Speak Basic; Speak Gran; Speak Huttese; Spot +10; Tumble +7

### Feats:

Ambidexterity; Two-Weapon Fighting; Weapon Group Proficiency (*blaster pistols, simple weapons*)

### Weapons:

*Base Attack Bonus* +3

*Heavy blaster pistols* (2): +6 ranged attack (+4 if one used in each hand); 3d8 damage; Range Increment 8m

*Frag Grenades:* +6 ranged attack; 4d6/2d6 damage; Range Increment 4m (4)

**Equipment:** Two heavy blaster pistols, two fragmentation grenades, clothes, 700 credits

### Appearance:

Zhir is 1.7 meters tall and weighs 75 kilograms. His face is somewhat bovine in appearance, except he has three opal colored eyes (on short stalks). Zhir wears a heavy blaster pistol on each thigh. His age is hard to determine, but he has seen a hard life. Wrinkles and scars cover his face and hands.

**History:** You left your homeworld of Kinyen to trade with other species. After traveling to several planets, you and your lifemate decided to settle on Alderaan. Life was very good for both of you there. The Alderaanians believed in peace as much as your people did. You even started a family, much to your lifemate's joy.

You had to travel to Chandrila to finalize a deal on some rare wine. While away, the Empire destroyed Alderaan with its new Death Star. As you watched to pirate feed by the Rebellion of the remains of the planet, the pain and anguish of your lost family hit you.

You walked away from your business and sold everything you had brought with you. Purchasing weapons to fight the Empire, you swore an oath to remove the horror of the New Order and its leadership from the galaxy.

Finding a way into the Rebel Alliance, you requested the most dangerous missions. You has had a few successful missions and honed skills that make you a deadly menace to any Imperial who steps in your path.

With your family gone, the connection to your people is gone and that has made you a little mad. You no longer care whether or not you live, only how much you can hurt the Empire before your time comes.

**Garek Tolas:** A former Imperial. You always keep one eye on him because he may be a spy.

**Maric Tovar:** A quiet human who likes to play with computers and droids. The Imperials use droids to kill.

**Mina Dhor:** A loud human that likes to boss everyone around. She seems to prefer talk over action. Maybe she can talk the Empire to death.

**Goort:** A Trandoshan who hates anything having to do with slavery as much as you hate Imperials. He also prefers the direct path to dealing with problems.

**Sha'lia:** A Twi'lek that meditates and talks about helping you.

## Sha'lia – Force Adept (*female Twi'lek Fringer 1<sup>st</sup>/Force Adept 3<sup>rd</sup>*)

<b>STR</b>	11	<b>VP/WP:</b>	27/12
<b>DEX</b>	14/+2	<b>Def:</b>	19
<b>CON</b>	12/+1	<b>Spd:</b>	10m
<b>INT</b>	13/+1	<b>Initiative:</b>	+2 (Dex)
<b>WIS</b>	14/+2	<b>Saves:</b>	Fort +6, Ref +5, Will +5
<b>CHA</b>	16/+3	<b>FP:</b>	3
		<b>Rep:</b>	1

### Racial Abilities:

Low-light vision ; +1 bonus on Fortitude saves; Bonus Language: Lekku (head-tail language)

### Skills:

Entertain +8; Hide +5; Jump +5; Listen +4; Profession: *dancer* +6; Read/Write Ryl; Search +3; Sense Motive +5; Speak Basic; Speak Ryl; Spot +6; Survival +4; Treat Injury +4

### Force Skills:

Empathy +5; Enhance Attribute +5; Enhance Senses +5; See Force +7

### Feats:

Alertness, Exotic Weapon Proficiency: *lightsaber*, Force Sensitive, Skill Emphasis: *Entertain*, Weapon Group Proficiency (*blaster pistols, primitive weapons, simple weapons*)

### Force Feats:

Alter, Sense

### Weapons: *Base Attack Bonus* +2

*Blaster Pistol*: +4 ranged attack; 3d6 damage; Range Increment 10m

*Lightsaber (silver blade)*: +2 melee attack; 2d8 damage; Critical 19-20

**Equipment:** Lightsaber, blaster pistol, jumpsuit, 750 credits.

### Appearance:

Sha'lia stands at 1.8 meters in height and weighs 54 kilograms. She has olive green hued skin and black-iris eyes. Sha'lia moves with the definite grace that only years of dancing can develop. She prefers to dress in a loose fitting jumpsuit, with a blaster and lightsaber worn around her waist.

**History:** You were taken by slavers and sold to a Rodian crimelord four years ago. The Rodian had you trained to be one of his personal dancers. You had to do your best for him. Failure to please was a death sentence.

You began to have dreams in these lonely times. An old human dressed in tattered robes would appear in your dreams and tell you to come to him on Altikar IV. Whenever you had dreams of him, you would feel oddly at peace.

Deciding to steal away from the Rodian, you followed one of his Trandoshan guards to the crimelord's personal ship. You knew from inquiries that this Trandoshan, often beat up by the other guards, wanted to fly ships. Cornering him in the cockpit, you cut a deal and he flew the two of you away (it wasn't pretty, but you lived).

Following your instincts, you found Altikar IV and the old man. He claimed to be a Jedi and wanted to teach you the ways of the Force. He opened you to the Force and it overwhelmed you. You agreed immediately.

Jhor-Kai, your master, began instructing you one the ways of the Force, the Jedi, the light side and the dark side. It was so much to learn. But you soaked it all in. Jhor-kai even took time to train the Trandoshan the basics of flying. Master Kai could speak Dosh, the Trandoshans language, and told you his name was Goort.

One day, you were training with Master Kai and Goort was watching, when the Imperials caught up with the Jedi. He sent you away as they rushed into your training area. Jhor-Kai ignited his lightsaber and delayed the Imperials long enough for you to get to the ship.

As Goort fired up the engines, Kai's voice echoed in your head. "*You will find others like you in the Rebellion. Join them, my student.*" And then he was gone.

You found the Rebellion, and have encountered a few other beings trained in manipulating the Force. So far, though, you have not been able to find another master.

You have committed yourself to helping the Rebellion free the galaxy from the tyranny of the Empire, no matter how long it takes.

Goort has chosen to stay with you, serving as your pilot and protector.

**Garek Tolas:** Self-appointed leader of the group (in addition to Mina). Has good tactical and combat sense.

**Maric Tovar:** Quiet and keeps to himself. He is very good with mechanical devices. You have sensed his strength in the Force and are trying to talk him into learning more about it.

**Mina Dhor:** Bossy and arrogant, but you find yourself drawn to her. Makes a good leader. She is also strong in the Force.

**Goort:** Your protector and pilot. He helped you escape the Rodian.

**Zhir Tolavor:** A Gran bent on vengeance. His current path is sure to lead him to the Dark Side, if he lives through it.